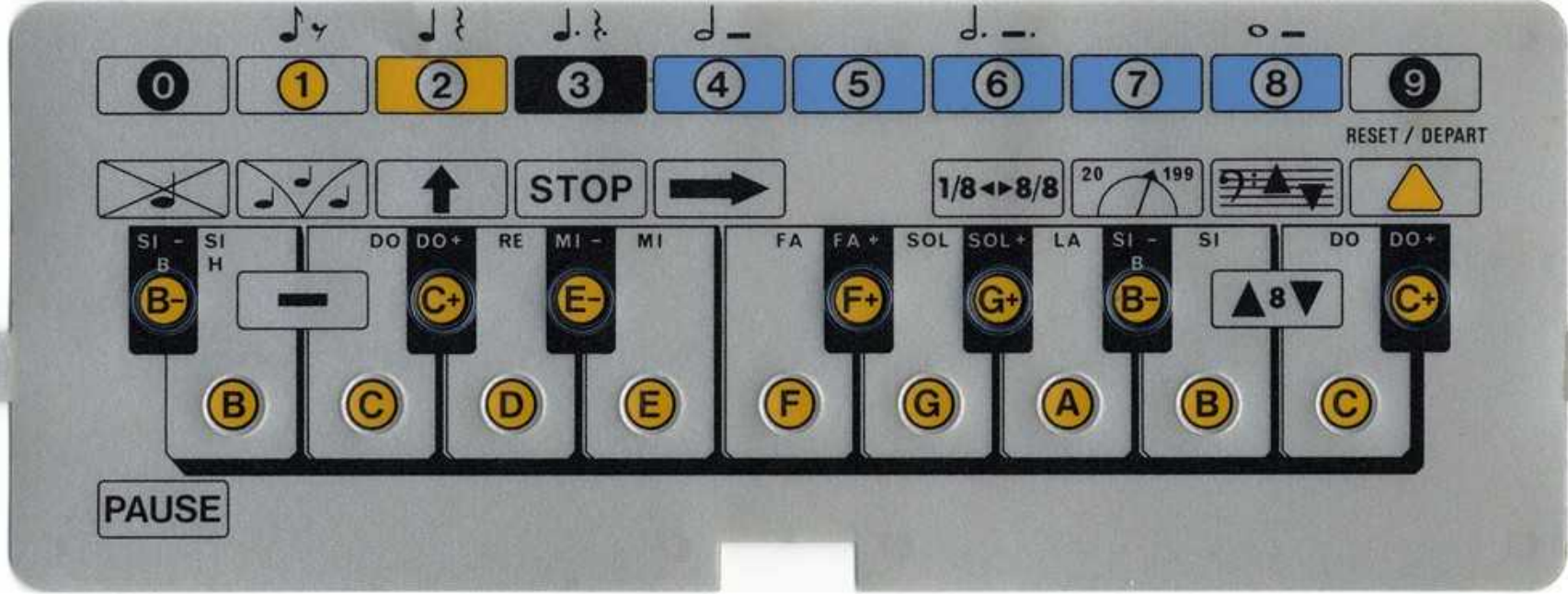
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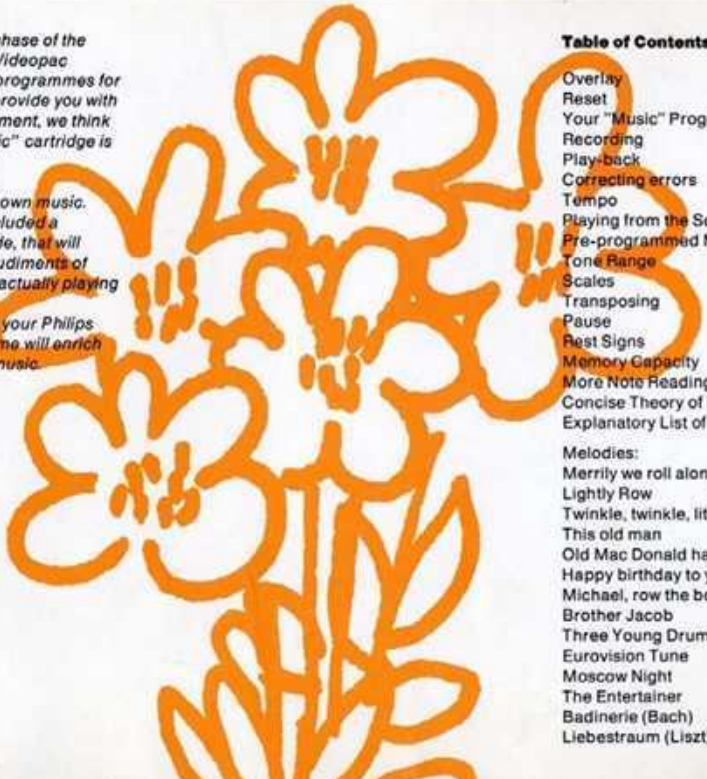
C
PAUSE

PHILIPS VIDEOPAC

Congratulations on the purchase of the "Music" cartridge for your Videopac computer. Although all the programmes for your Philips G 7000 aim to provide you with active leisure time entertainment, we think you will agree that the "Music" cartridge is something very special....

It will teach you to play your own music. Because of this, we have included a comprehensive playing guide, that will teach you step by step the rudiments of music theory, while you are actually playing your own music.
We believe, the purchase of your Philips "Music" cartridge programme will enrich your life and knowledge of music.



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OVERLAY
Place your keyboard overlay over the console of your G 7000.

RESET

Always start the game by pressing RESET. The memory of your "Music" cartridge is now clear.

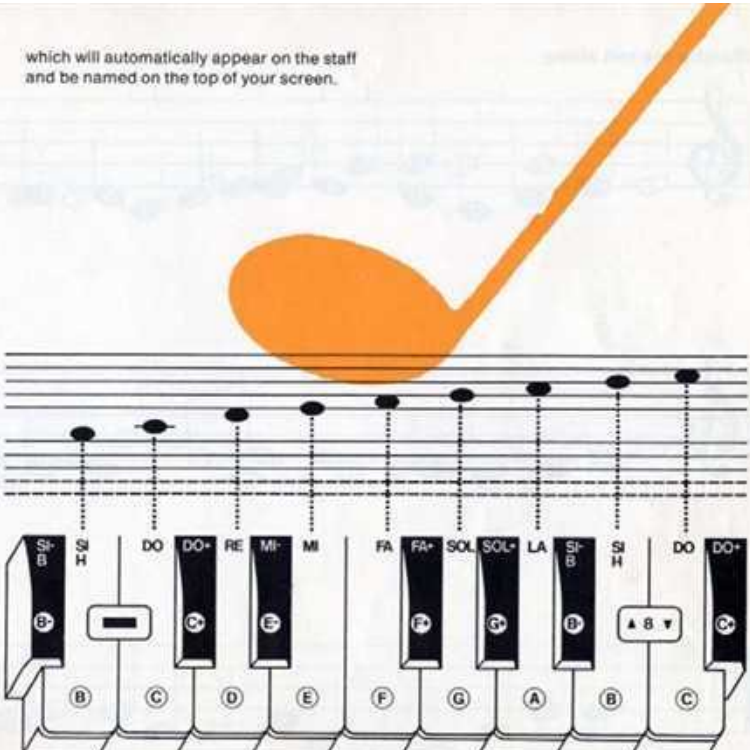
Now select the language you require.

for French, Italian, Spanish or Portuguese

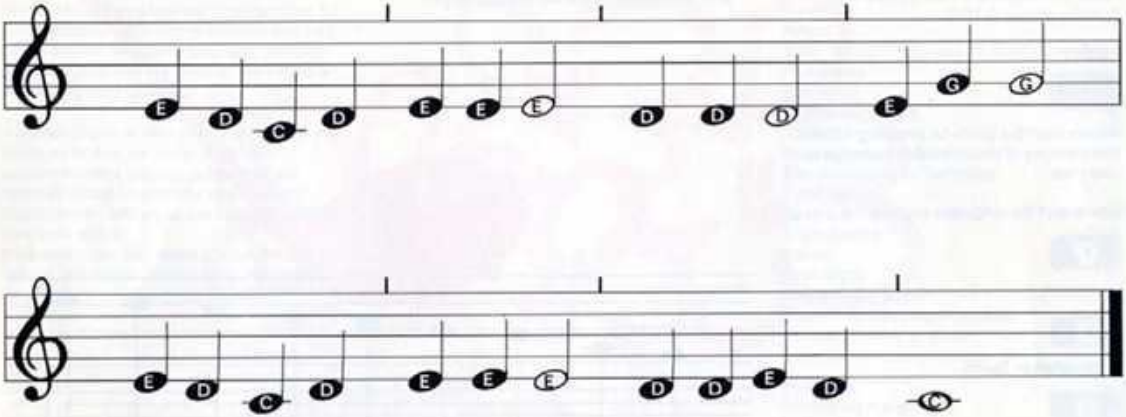
for **English** or Dutch

for German, Danish, Swedish, Norwegian or Finnish.

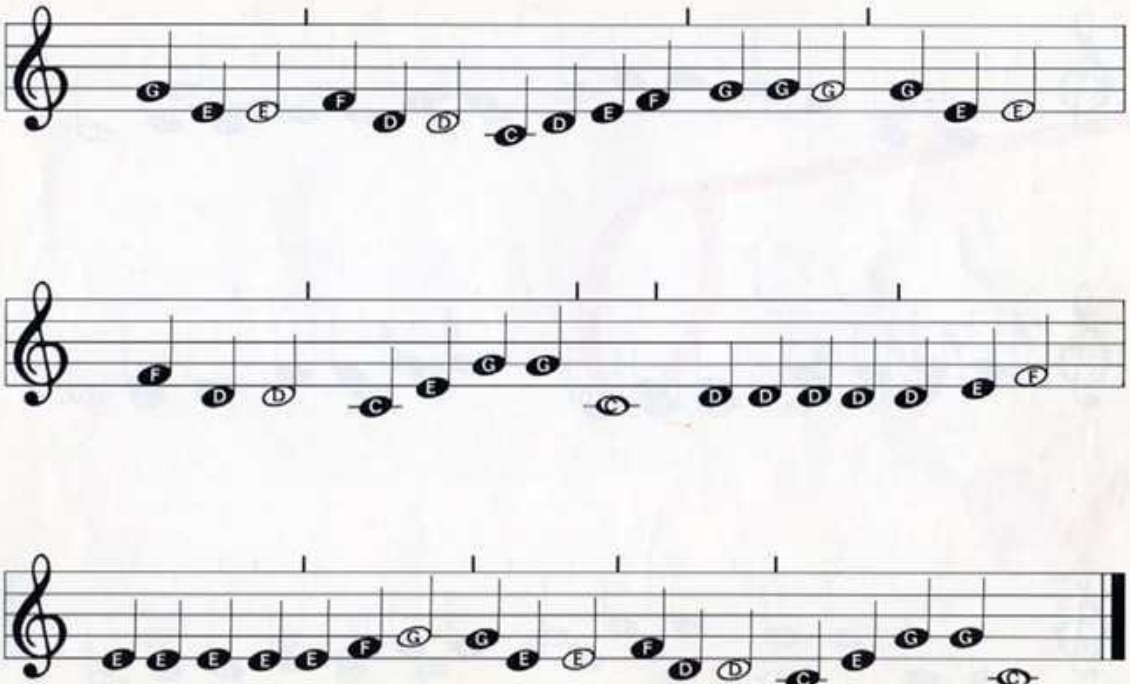
Your screen is now green and shows you a staff. Let us now play a melody on the keyboard as shown on page 2 till 8. For your ease the name of the note is printed inside the note. This corresponds with the lettered keys on your keyboard overlay. Try to find the note on the keyboard that matches the note on the music. Press the key and you will hear the sound of the note, which will automatically appear on the staff and be named on the top of your screen.



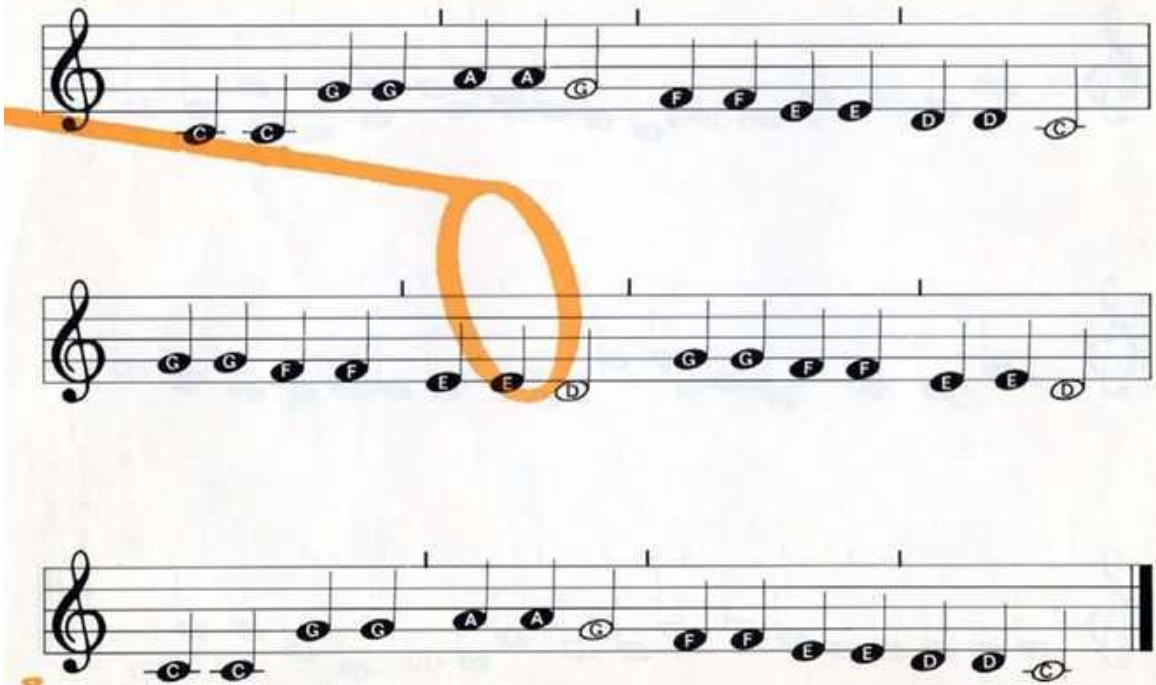
Merrily we roll along

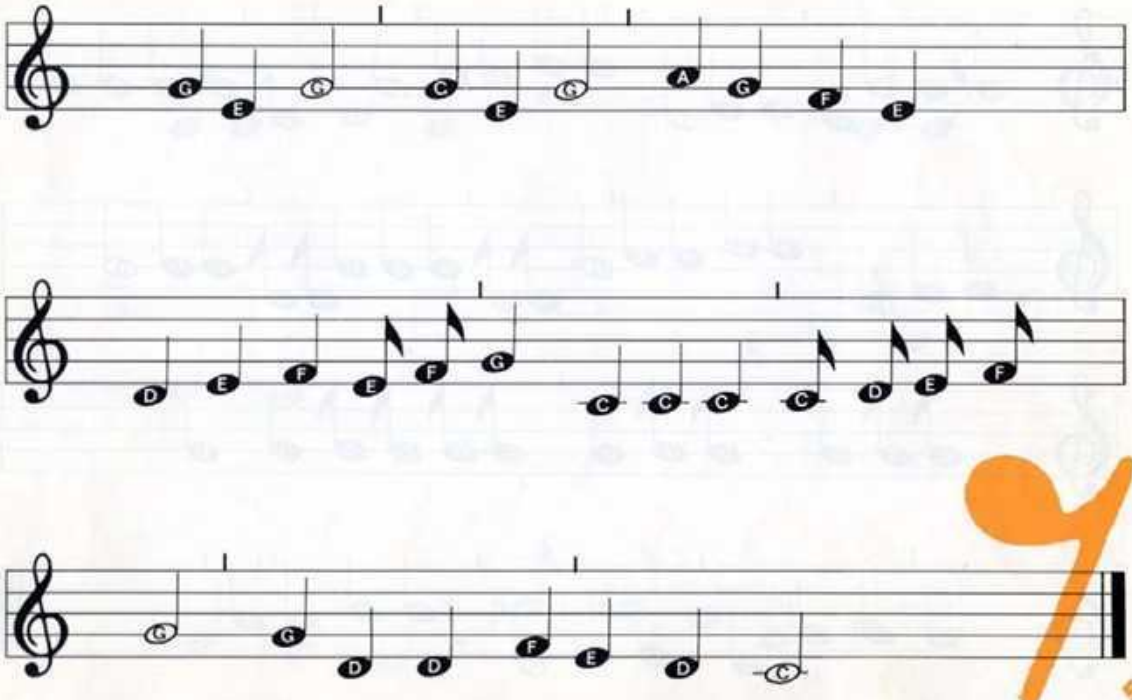


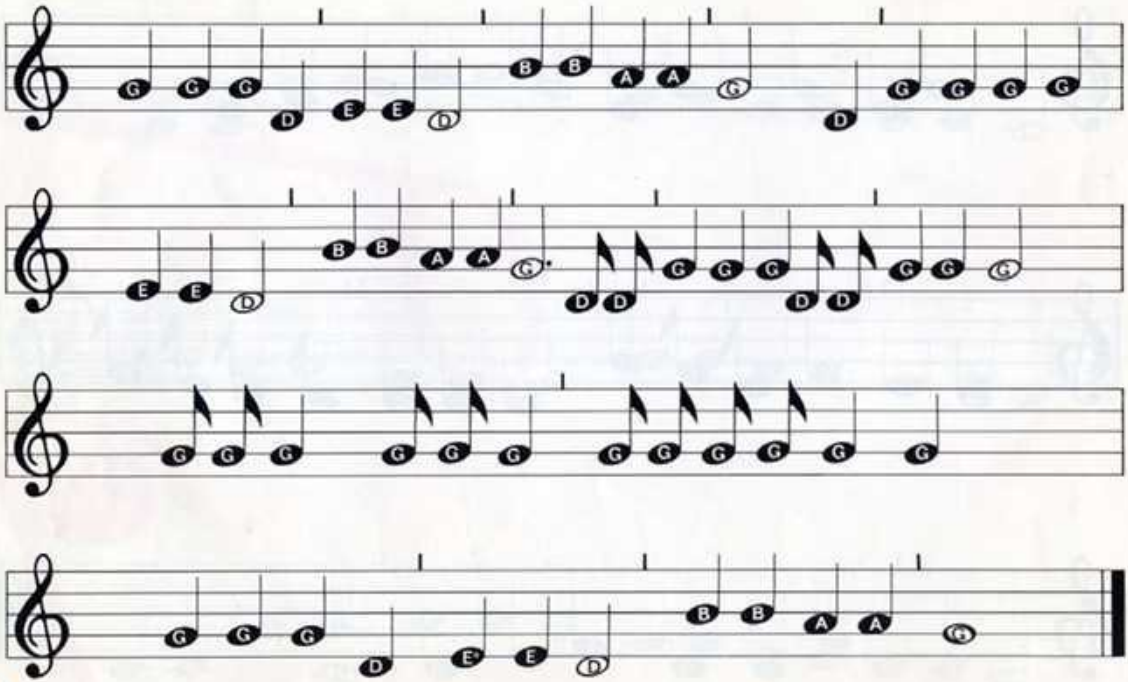
Lightly Row



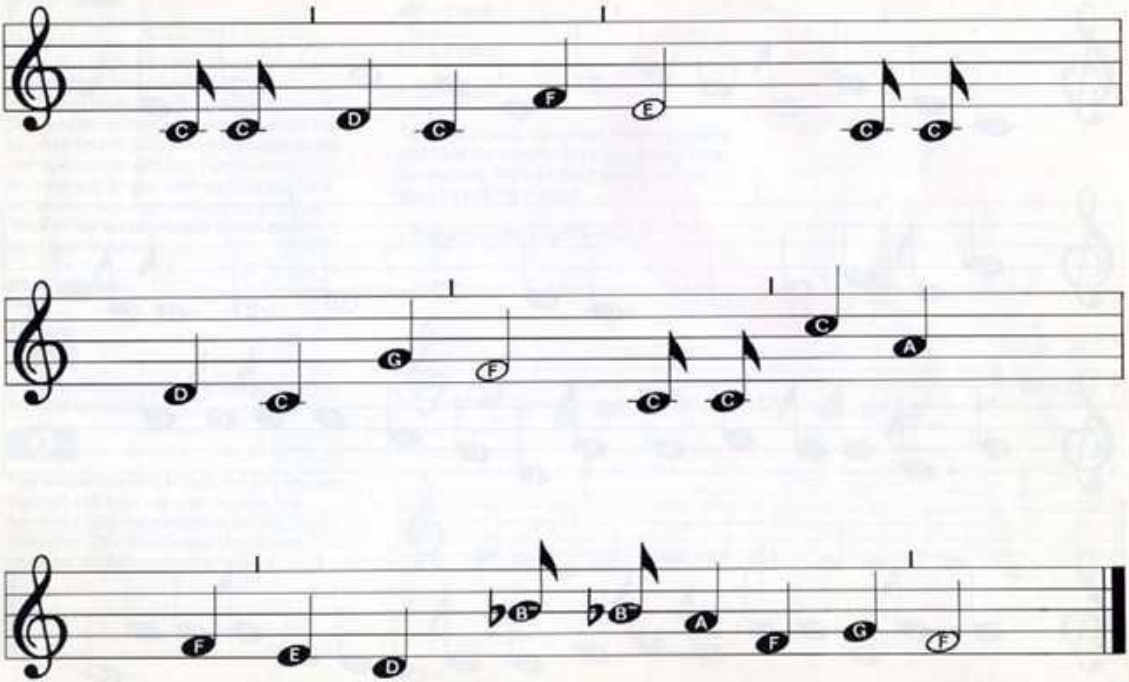
Twinkle, twinkle, little star



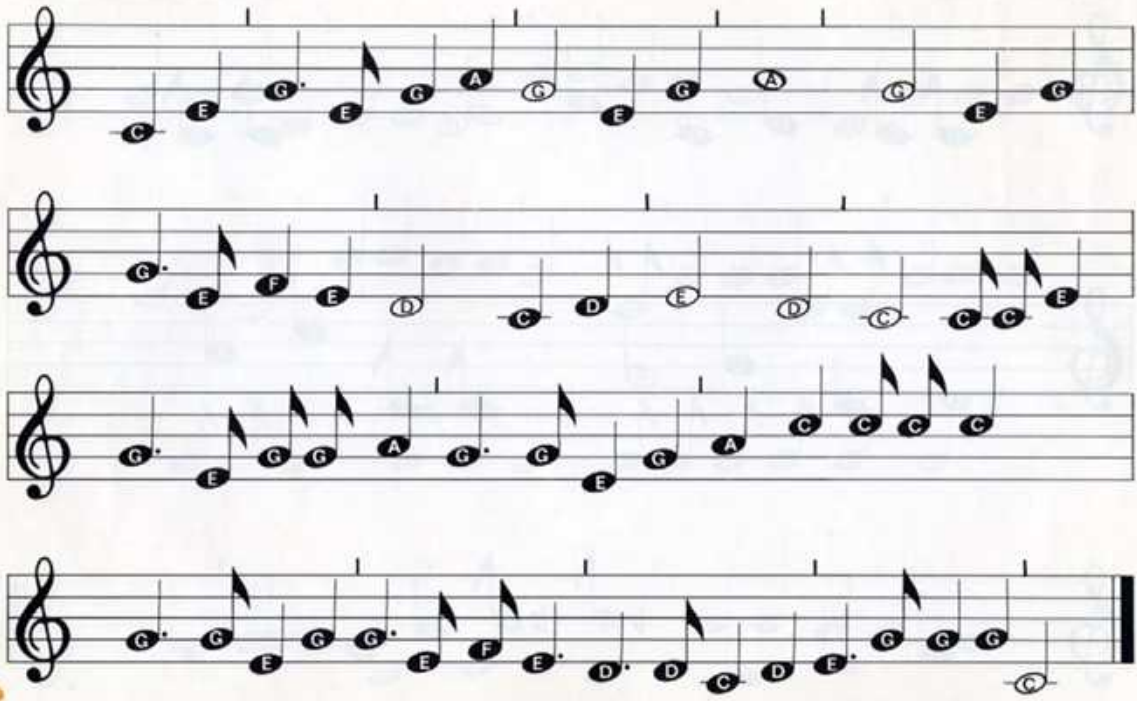
This old man

Old Mac Donald had a farm



Happy birthday to you



Michael, row the boat ashore



BUT YOUR "MUSIC" PROGRAMME DOES MORE!

Apart from playing tunes, you can also *store* the tune (up to 81 notes) in the memory and *play it back*. There are a total of 16 keys, but because of the octave switch the sounds of 28 keys are available. Now you can play *scales* automatically! You can *change the duration* of the notes, *erase* notes, *add* them etc. etc. For the non-experienced player keeping time can be a problem.... however, with the help of your "Music" cartridge you can sound good right from the start.

RECORDING

Press

and choose your language (see page 1). Now press button

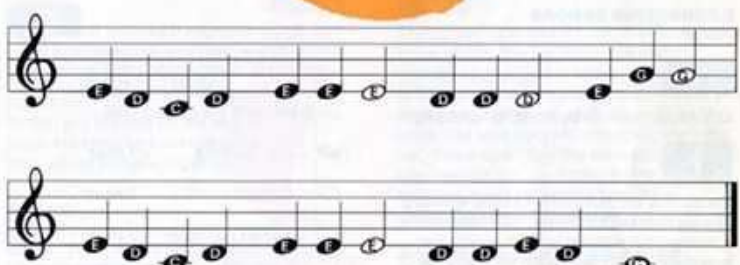
The screen has now turned red and you see the staff and hear the metronome. The function of the metronome is to help you keep time. To indicate how long a note lasts, the following notation is used:

= 1 beat

= 2 beats

= 4 beats

Now try to count along with the metronome and hold the note on the keyboard as long as required. With a little practise you will soon be playing in time.

Let's have a little practise now:

PLAY-BACK
What you have just been playing has been recorded in the memory and you can play it back by pressing button

The screen changes it's colour to blue and you can hear and see the melody and notes, that you have just programmed in.

For those of you, who have not played before, it probably does not sound perfect yet and maybe there are a few wrong notes here and there. Remember you are only practising - let's correct the mistakes.

CORRECTING ERRORS
Press

as soon as the melody starts. By pressing

the picture will move note by note enabling you to compare each individual note on the screen with the music in front of you. The brighter note, shown on the screen is the one that can be altered, if necessary. The so called rest signs, which you see underneath the staff, (e.g. 𝄾 quarter rest, 𝄽 half rest, 𝄽. dotted half rest, 𝄻 whole rest) have to be erased by pressing

When you notice a wrong note you erase that by pressing

as well.
The wrong note will disappear and the next note will take it's place. If you have to programme in a new note (to correct the mistake) press

The screen changes it's colour to red, a space for the new note is created and you will hear the metronome. While mentally counting along with the metronome, programme in the correct note.

By pressing

the screen changes back to blue and you can carry on your note by note check. Rests can also be corrected or filled in by pressing first

and then

By pressing

the programme will continue playing the melody uninterrupted.
Although all the notes are now correct, maybe the melody is being played out of time. So, we once again go note by note through the melody to check the value of each note. As soon as the melody starts playing the first note press

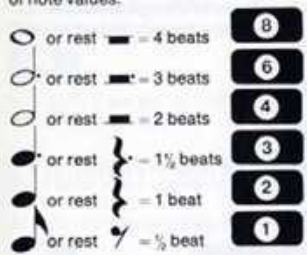
and now by pressing

each time you can check note by note if the value is correct. If the value of the brighter note on the screen is not the same as the note on the music press

and after that one of the buttons marked

1 to 8

The numbered buttons will change the time value of the note. Here are a few examples of note values:



You will probably already have noticed that a dot behind a note increases it's value by half e.g.:

= 1 beat + half a beat = 1½ beats
= 2 beats + 1 beat = 3 beats

N.B. The buttons marked

5 and 7

will have no function in this mode.

Remember that only the brighter note or rest can be corrected for time value by pressing

1 to 8

After you have checked all the note values press

and the music computer will play back the whole melody correctly and in perfect time.

Let us now try to play the melodies on pages 2 to 8.
Remember you can always check the melody and play it back by pressing

3

but do not forget to programme in the melody in the record mode.
Have fun!
So far, you are well on the way to understanding how to read notes, their time values and playing in time.

TEMPO

All music must be played at a certain tempo. This "tempo" is indicated in beats per minute. Your "Music" cartridge is automatically programmed at a speed of 90 beats per minute. You have probably already noticed this number on the right hand top corner of the screen. The speed can be altered by simply pressing

The numerical buttons

0 to 9

can now be used to select any tempo from 20 to 199 beats per minute.
The speed selected will always be visible in the top right hand corner.

PLAYING FROM THE SCREEN

First programme into the memory a melody as already explained.
Now press

4

The screen changes it's colour to blue and the staff and the first few notes of the melody appear on the screen. The first note is "lit up". If you now press the correct key on the keyboard, you will hear and see the note. The next note will automatically "light up". Once again find the corresponding key. Repeat this, excercise till the tune is finished. You will find this tests your knowledge on reading notes.

PRE-PROGRAMMED MELODIES

Your "Music" cartridge has built into it's memory three melodies. Just press

5 or 6 or 7 and

follow the instructions for PLAYING FROM

THE SCREEN. When you have successfully completed the exercise the screen turns to a darker shade of blue and your "Music" cartridge will play the tune to you.

TONE RANGE
Until now you were only dealing with the treble clef

By pressing button

▲ 8 ▼

we can alter the octave of the keyboard, which means that the number of notes that can be heard are greater then the amount of keys on the keyboard.

Because the sign for the treble clef

and for the bass clef disappear

from the screen, you have to watch the number of lines on the screen to determine whether the bass or treble clef is in use. Press

▲ 8 ▼

followed by the lowest **C** on the keyboard. On the screen you will now see the bass clef with the complete 5 lines. If you want to play an octave higher press

▲ 8 ▼

again followed by the highest **C** on the keyboard. Now the treble clef appears. In the following melodies, we have indicated where you need to change the octave. Try it first with the melody on page 14 and if necessary correct the mistakes as explained on page 10.

SCALES
To play scales on your "Music" cartridge as we said before is very simple.... It does it for you.
We start as usual and then select the lowest octave by pressing

▲ 8 ▼

Now press a key on the keyboard e.g. **C** and then press

Your "Music" cartridge will now play the scale of **C**.

TRANSPOSING
Your "Music" cartridge can easily transpose a melody from one key to another. Programme in a melody and press

followed by one of the keys numbered

1 to 9

Each number indicates the amount of half notes, that the melody can go up. If you want your "Music" cartridge to transpose, start programming the melody in the lowest octave.

PAUSE
By pressing

PAUSE

you can stop the replay of a melody. By releasing

PAUSE

the replay continues.

REST SIGNS
These can be programmed in the same way as the notes by pressing

(see page 10). Generally speaking you do not have to programme the rest signs in, because when playing in time they will be programmed in automatically.

MEMORY CAPACITY
The Memory Capacity of your "Music" cartridge is 81 notes and / or rest signs. Naturally this determines the length

of the melody (number of notes) that can be programmed in. When the memory is full the colour of the screen will change from red to green.

MORE NOTE READING EXERCISES

If you want to test your note reading ability, after starting the normal way select

In random order the "Music" cartridge now confronts you with notes.

Press the correct keys that correspond with the brighter notes appearing on the screen.

Another test is available if you first press

followed by

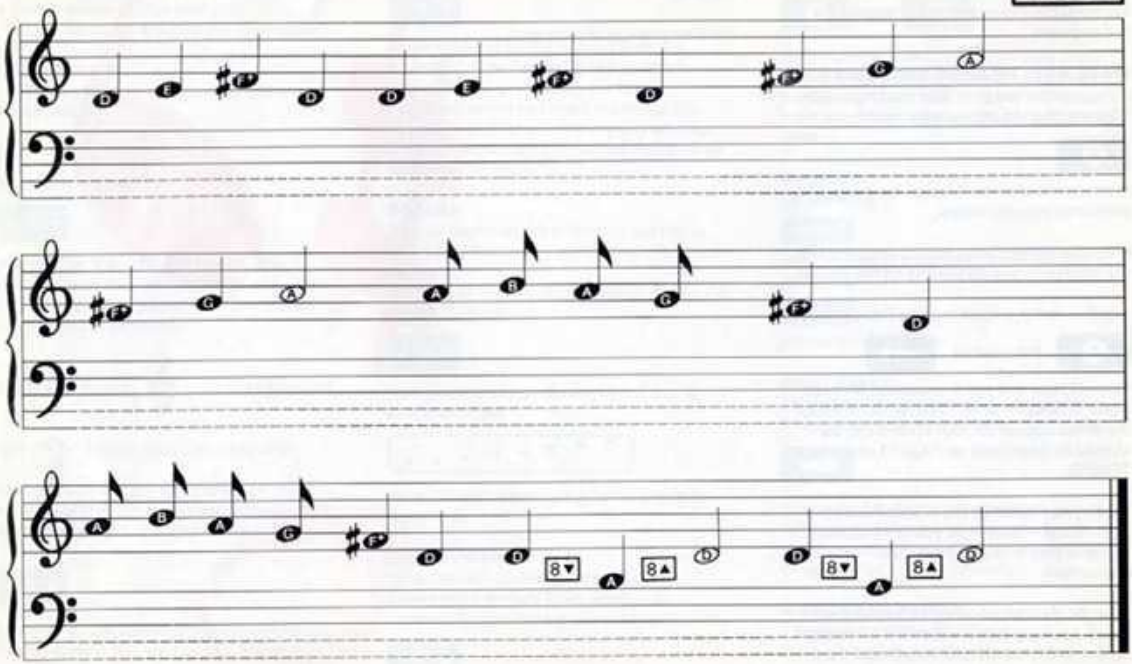
You will hear and see a sequence of notes again in random order. The tempo in which the notes appear on your screen can be altered as described on Page 11 under TEMPO.

When you master all the possibilities of your "Music" cartridge, you are probably ready to play on a real keyboard instrument.

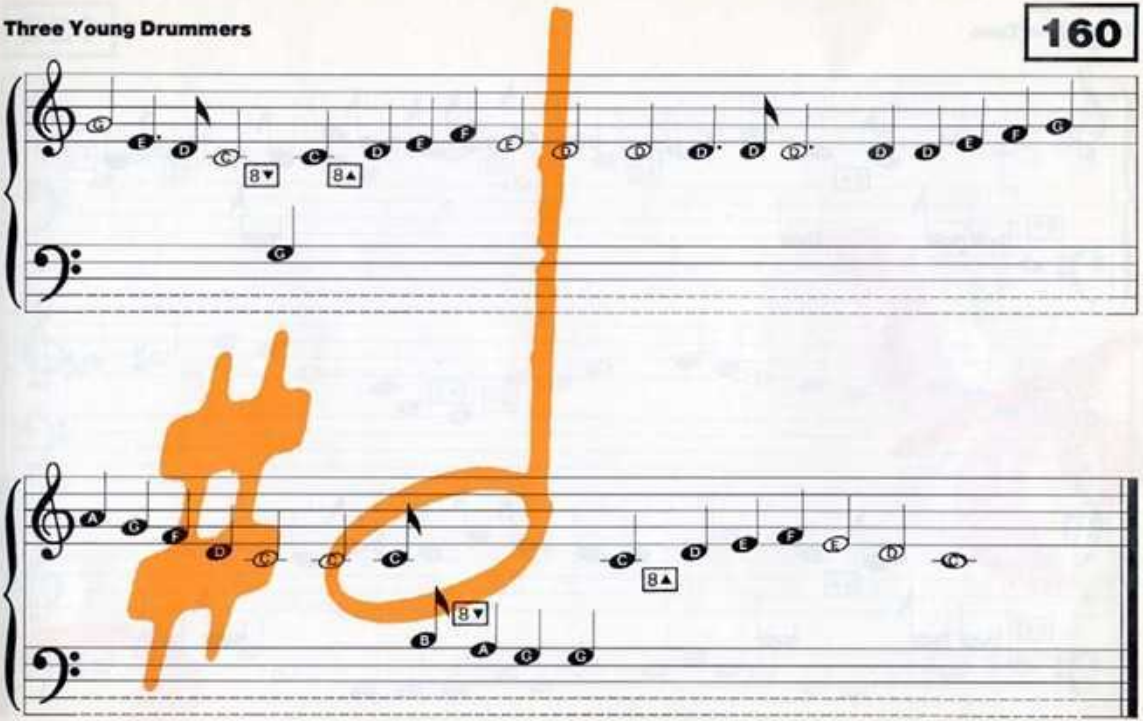
Your local music shop will have plenty of music books in stock, which will be suitable for use with your "Music" cartridge, thus ensuring you of many hours of fun and learning.

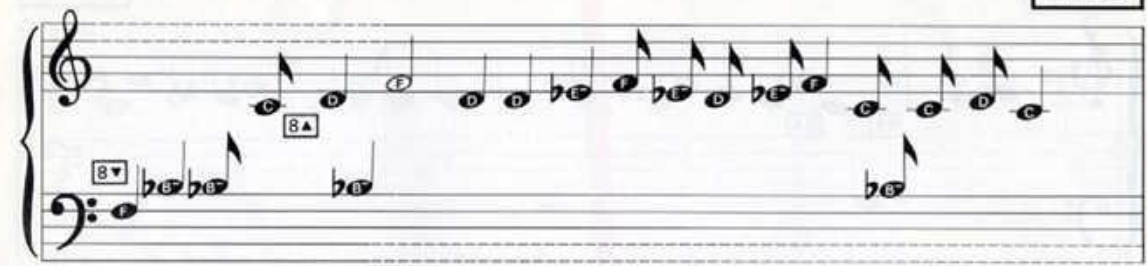
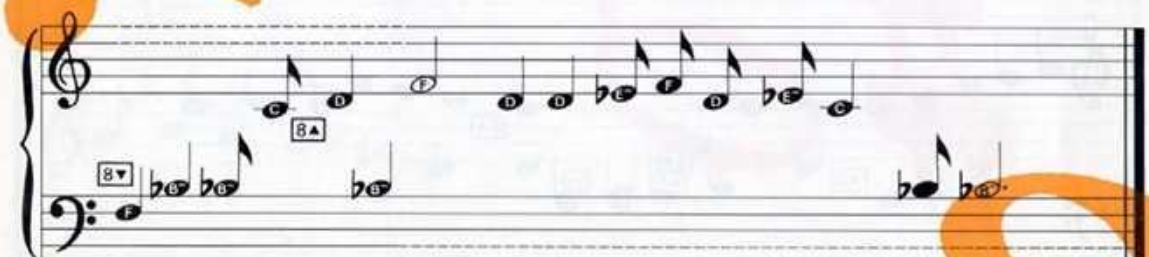
We wish you lots of success.

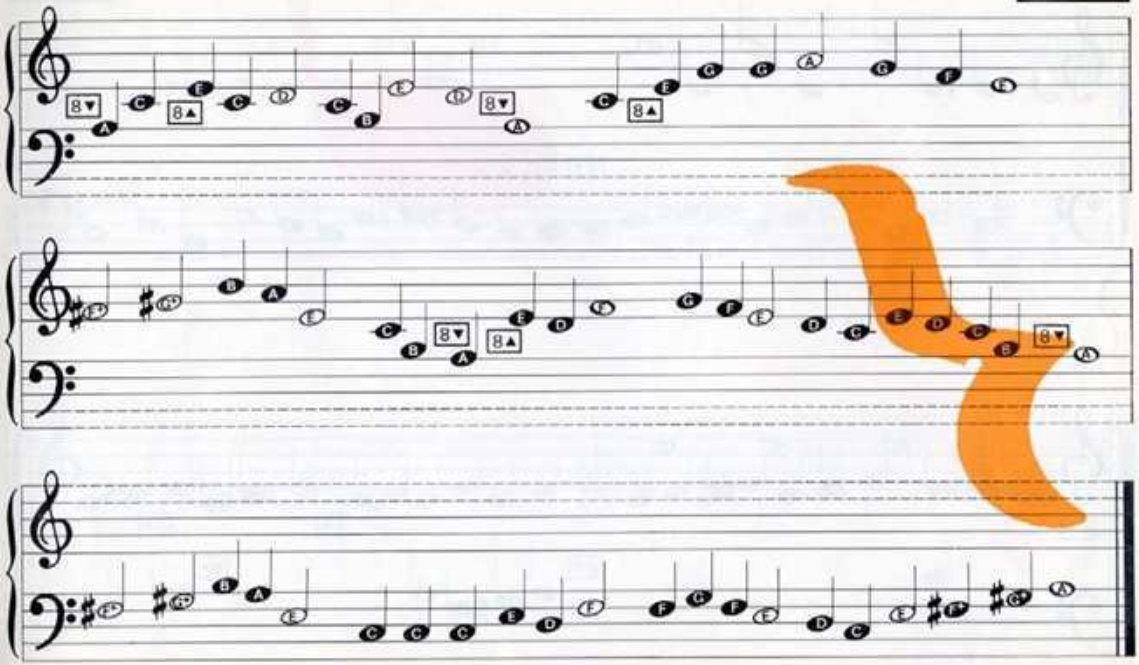
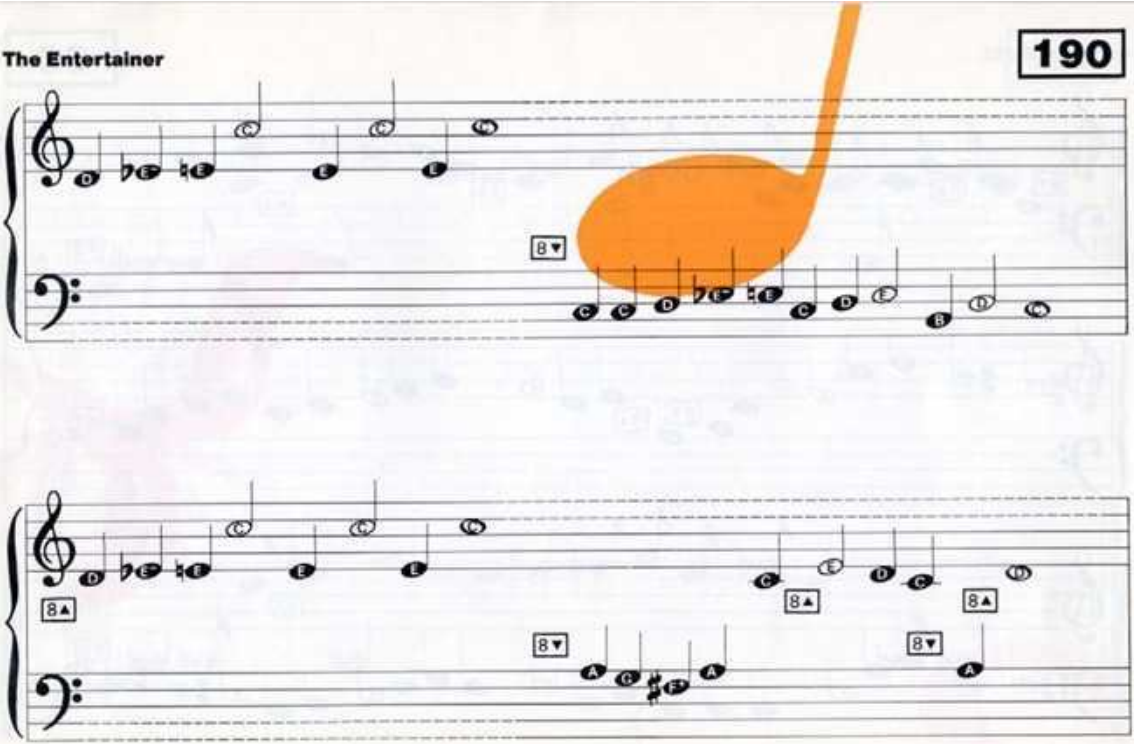
Brother Jacob



Three Young Drummers

160

Eurovision Tune

120

Moscow Night

90

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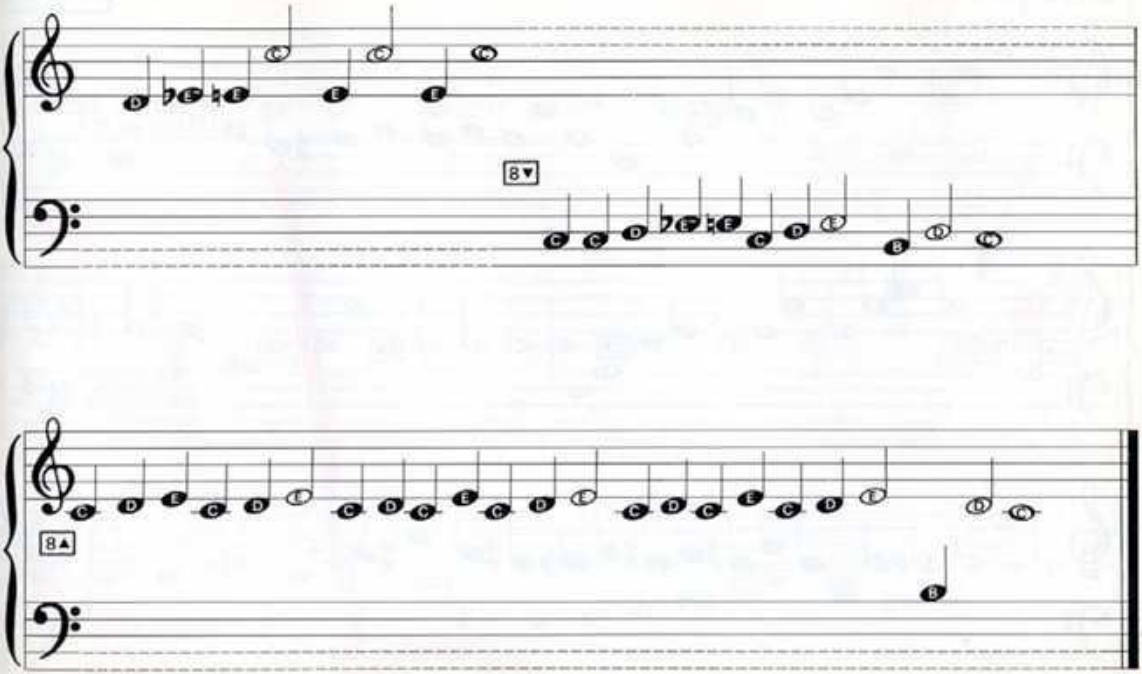
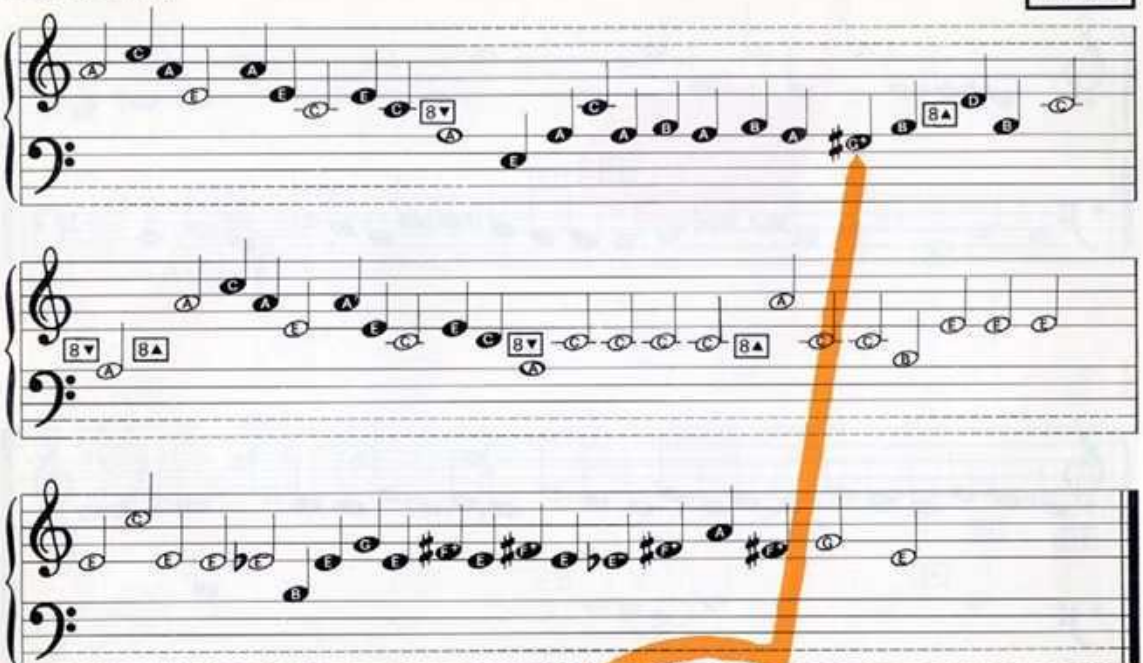
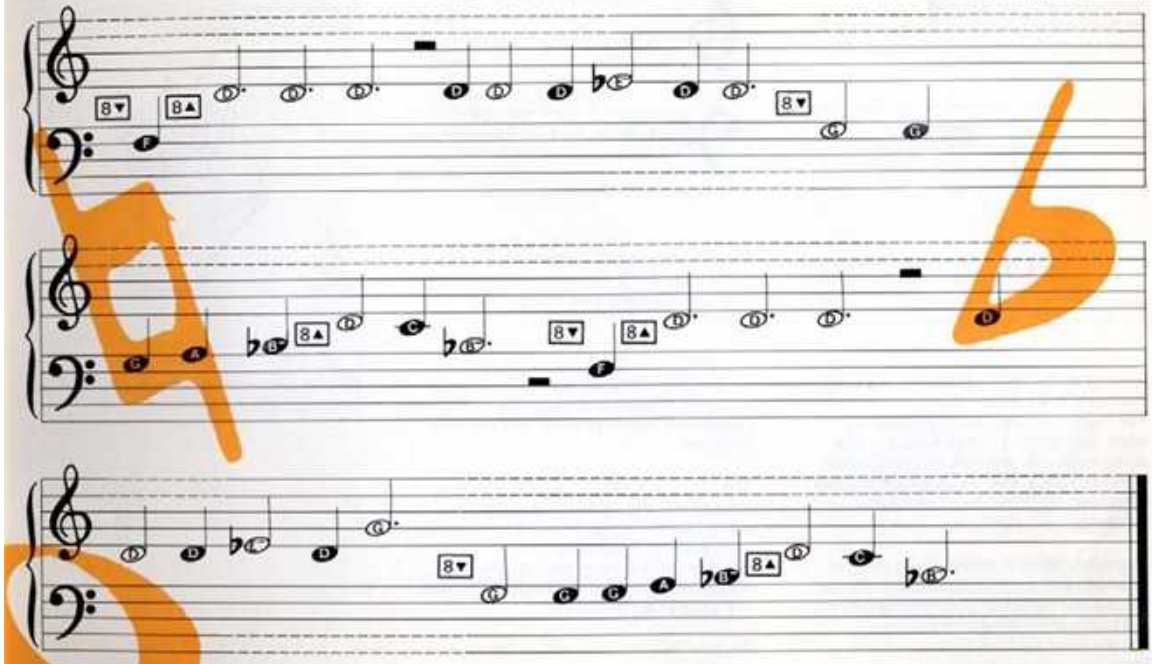

8▼
8▲

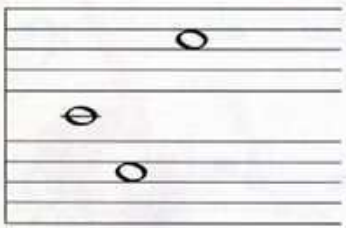
Badinerie (Bach)

Liebestraum (Liszt)

130

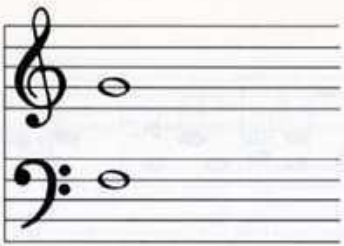


CONCISE THEORY OF MUSIC

For the notation of music little "circles", *notes* are used, e.g. 𝅝 or 𝅗𝅥 .
All these notes are placed in a system of lines: the staff.



The higher the note is placed on the staff, the higher the sound.
For piano or organ music 2 staves are used, each consisting of 5 lines. On your screen only a part of both staves is shown. Between both staves an imaginary line can be placed, on which the middle **c** (the central **c**) can be located.

In order to tell both staves apart, they are provided with a sign in front, called the *clef*.
The clef for the upper staff is formed by the old shape of the letter G, the G clef.
For the lower staff the old shape of the letter F is used, the F clef.

The line between the "dots" of the F clef is the lower **f**.
The "curl" of the G clef indicates the higher **g**.

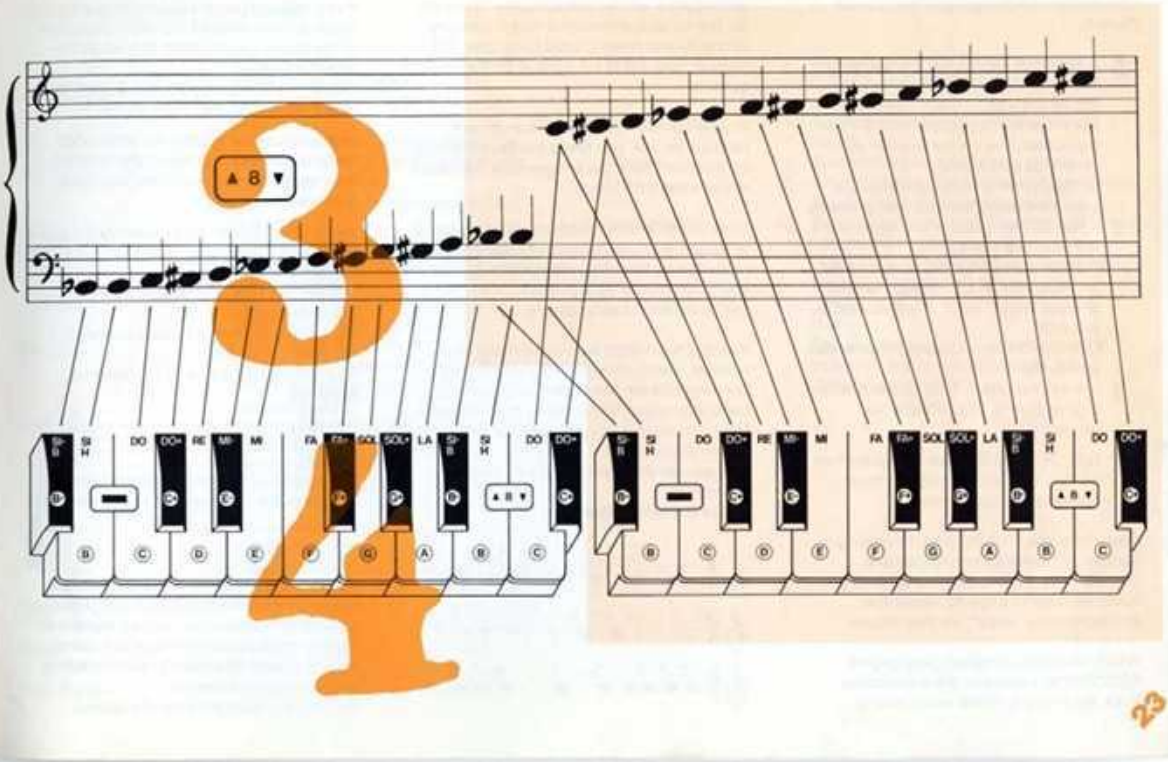
On the plastic overlay, your "*Key board*", you will find white and black "keys". You will find the same pattern on a piano or on an organ.

The white keys on your "Key board" are marked with a letter of the alphabet in accordance with the system of note-names as used in most countries.
In some countries, however, a different system of names is used; these are shown at the top of the white keys.

The black keys have so called "derived" names.

Play the melody mainly with your right hand, using all fingers as much as possible. In musical notation we usually indicate this with the following figures:

Now let us line up all the notes you can use. (See opposite page).


3
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SI
DO
DO+
RE
MI
FA
FA+
SOL
SOL+
LA
SI
DO
DO+

Observe the following signs being used therein:

♯ = sharp; to denote the black keys on the right next to **c**, **f** and **g**.
So, on the staff, a black note *above* the white one is marked with ♯ ; on the screen and on the overlay we simply do that with a +.
Officially, however, such notes are called **c-sharp, f-sharp** and **g-sharp**.

♭ = flat; to denote the black keys on the left next to **e** and **b**.
A black note *below* the white one is marked with ♭ ; on the screen and on your "Key-board" it is indicated by this sign -.
Officially these notes are called **b-flat** and **e-flat**.

♮ = a natural (sign). This means that the ♯ (sharp) or ♭ (flat) should not be repeated.

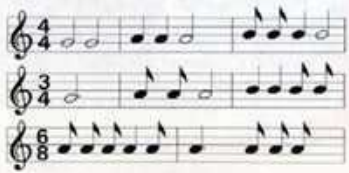
N.B. Officially all black keys have two names. On your overlay the most customary name is used.

Every note does not last equally as long (luckily), otherwise it would become monotonous. For the duration of time of the notes we refer to page 10 where the corresponding "rests" are also shown.

When recording a melody (see page 9 RECORDING) whereby the metronome ticks, take care to press every note in accordance with its correct value. If you do so, the notes are recorded in the memory correctly and when played back later, the correct note signs will appear on the screen.

In case you do not observe the correct note-value, (i.e. you press the keys too long or too short) then the programme will select the nearest note value.

Note values shorter than a crotchet (1 beat) or longer than a semibrive (4 beats) are not recorded by the computer memory. Also if you stop playing for a moment, then "rests" will be recorded accordingly.

Besides the melodies you will find in this manual, many other exciting music books are available for you to play and enjoy. In these books you will observe more musical facts and signs that we would like to help you to understand.
You will see that the music is divided into "partitions".
These are called **"bars"**.

If you add up the note values in one bar the result will correspond with the upper figure of the figure combination in front of the piece of music.
However, if the lower figure is 8, then the result is half the upper figure.

Because on your screen the notes shift from right to left, the "bars" are omitted, both on the screen and in the examples given in this manual.

When recording do try to count at the same time. With $^4_4$ time: one, two, three, four; with $^3_4$ time: one, two, three; etc.
You will see how quickly you will have this under control.
In your music book a chorus is usually registered once only.
This is indicated by using the following bar-lines.

The section of the music between these bar-lines should be played twice, whilst the

sign indicates the end of the melody. We are aware of the fact that we have given only a brief explanation, but we wanted to explain some important facts of musical data as clearly as possible, without falling into an elaborate treatise.
We wish you the very best of success.

EXPLANATORY LIST OF WORDS

Clef	11	Symbol in front of the staff determining the upper or the lower staff.
Dot (behind a note)	10	Extends the duration of a note by 50%.
Key	22	Also called: mode. When a melody is written a composer uses the notes of a given scale: the key. The result is experienced as a typical character.
Keyboard	1	Series of white and black keys used to produce the corresponding tones. Also called manual.
Melody	1	Sequence of notes, whereby certain "rules" have been observed.
Memory	9	Electronic section of your "Music" cartridge in which a melody, played by you can be "stored" for later "reproduction".
Metronome	9	Produces a regular ticking sound. The speed can be adjusted between 20 - 199 "ticks" per minute.
Note	1	Symbol to **note** one particular tone.
Octave	12	Octave literally means 8. On the overlay from one **c** to the following **c** you will count exactly 8 white keys. A larger keyboard (such as on a piano) is composed of a number of octaves.
Overlay	1	A plastic sheet to be placed on top of the keyboard of your Philips G 7000 console.
Reset	1	Pressing this button cleans both the screen and the memory.
Rest Signs	12	Symbols indicating short intervals (periods of rest).
Scale	12	Sequence of tones from low to high (according to a certain formula) within one octave.
Staff (or: Stave)	1	System of lines in which notes can be noted.
Tempo	11	Speed in which a melody is played.
Time	10	Also: measure. Proportion of note-values.
Tone	1	The sound that goes with a note.
Transposing	12	Playing the same melody using a different note at the beginning. Your "Music" cartridge automatically adapts the rest of the melody.

N.B.
The explanation of the above words is based on the characteristics of your "Music" cartridge.